

Forge

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You are a Forger, a being capable of forging magical artifacts. All artifacts have 3 components:

- The base (wood, steel, stone, etc) determines how powerful it is.
- The focus (a gem, a feather, a rune, etc) determines when its magic runs out.
- The name (Windslicer, Blackshield, Axe of Storms, etc) determines what the artifact does.

You don't have to forge your artifacts on an anvil. When the time is right, lift your hand to the heavens, and it will fall from the sky. Pull it from an active volcano. Find it beneath the roots of an ancient tree.

When you forge an artifact, work with the GM to determine what it does. Better components lead to more powerful items.

One of you plays the GM. When there is conflict, the GM decides your fate based on what is logical.

Your magic items can push themselves beyond their limits. They decide when this happens, not you. This strain leaves them damaged (cracked, drained, splintered, etc). If you don't fix them, they die and a part of your soul goes with them, waiting for another Forger to grasp it and pour it into a new artifact.